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SET UP PROCEDURE FOR N.E.S. 4-IN-1 CARTRIDGE

1. Make sure the power switch on your control deck is **OFF.**
2. Insert game cartridge.
3. Turn the power switch ON and the title page will come on.
4. If title page does not come on or it flashes, switch your control deck **OFF,** remove cartridge and go back to SET UP PROCEDURES STAGE 2.

MENU SELECTION

IMPORTANT - Before selecting game, press reset on your Game System once.

1. Use up and down control pad to move arrow and select game of your choice.
2. Press start.

CARE AND CAUTIONS

This is a state-of-the-art game cartridge with very sensitive electronic components inside. Please use the following cautions:

- Do not store in places that are very warm or very cold.
- Do not attempt to take it apart.
- Try not to either drop or hit the cartridge.
- Never insert fingers or metal objects into the open part of the cartridge. Also, do not attempt to clean with benzene, paint thinner, alcohol or other such solvents.
- Store the cartridge in its supplied case when not in use.
- Always make sure that your Game System is turned **OFF** when inserting or removing the Game Cartridge.
- If using an input device other than a Control Pad please read the appropriate instruction booklet prior to beginning this game for correct installation into your system.

DUCKMAZE — INSTRUCTIONS

INTRODUCTION

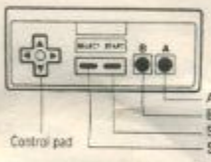
Whilst waddling around in the field near his pond, Jack the Duck finds an egg. He knows that left out in the open it is in great danger and that he must take it somewhere safe to hatch. A soft lounge in a warm living room is just the place and Jack knows exactly where it is ..... *well sort of where it is* ..... Jack needs your help to guide him safely through the maze that leads to the living room.

Jack gets the egg safely to the entrance of the maze. Jack has to push the egg carefully through the twisting corridors and drop it carefully from one level to the next. Apart from getting lost, he has to make sure he doesn't break the egg by dropping it from too high up. But the worst is ..... *he's not alone!!*

Jack is constantly being attacked by wolves springing out at him trying to take the egg. Mad Bull Dogs, with duck dinner in mind, attack Jack and try to get him and the egg.

You have to help Jack out smart them all and make it safely through the maze.

CONTROLS FUNCTIONS



CONTROL PAD

- **Up**)
- **Down**) - Select level.
- **Left**)
- **Right**) - Move duck left or right.

SELECT BUTTON - Choose number of players.
START BUTTON - Starts and pauses game.
A BUTTON - Combine with down on Control Pad to break hole through brickwork.
B BUTTON - Combine with Control Pad directions, to jump up, left and right.

LET'S PLAY

1. Press **SELECT** to choose one or two players.
2. Use the Control Pad to select the stage you desire from 1-20. Then press **START** to begin the game.
3. Use the Control Pad to move up, down, left and right.
4. Press **"A"** to break the bricks and **"B"** to jump.

SCORING

Collecting a "♥" = 300 points Killing a Bull Dog = 200 points

HINTS

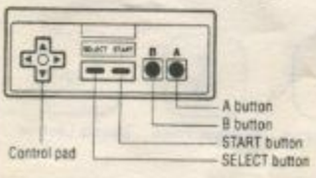
1. In total there are 20 stages, the higher the stage the more enemies in the area, making it more difficult for you to pass.
2. In this game you have three lives, when you have lost a life, you must restart from the beginning.
3. Break through the floor to enter the next storey. Careful on what you do otherwise you may strand yourself.
4. Notice that there is a white bar under the egg. The bar indicates from how high you can drop the egg safely without breaking it when moving from one storey to the next.
5. Take advantage of those square rocks. You can use the rocks to crush the Bull Dogs or you can pile the rocks up to let the egg fall safely without breaking.
6. You can dig holes to trap the Bull Dogs.
7. If the wolf is taking the egg, go back to your egg as soon as possible to scare the wolf away.
8. When you drop the egg on the lounge, a lovely duckling will hatch from the egg and you will pass on to the next more challenging stage. There are 20 levels in all for you to master.

OTHELLO — INSTRUCTIONS

INTRODUCTION

Othello on Nintendo is based on the original board game and it's a game with simple rules. When you trap your opponent by placing two of your pieces at both ends of your opponent's row, all of his pieces will turn to yours. And, if at the end you have the most pieces on the board, you win the game. Therefore, both sides will compete to add one piece to the end of the opponent's rows. It is not easy to make a good move and that is the complexity of this game. However, with practice and careful planning, you will find the secret to make good moves. Your opponent can be either the computer or your friend.

CONTROLS FUNCTIONS



CONTROL PAD

- **Left** - Clockwise.
- **Right** - Anti Clockwise.

SELECT BUTTON - Choose grade, level and number of players.
START BUTTON - Starts game.
A BUTTON - Places piece.

LET'S PLAY

1. The grade selection appears. There are four choices:

   (i) primary (ii) medium (iii) senior (iv) two players.

   Press **SELECT** to choose the level, then **START** to begin. If you choose two players the game will begin automatically, or else you will have to choose the level selection.
2. Use the Control Pad to move. "←" is to move in a clockwise direction and "→" in the opposite direction.
3. Press **"A"** to place your pieces.
4. Press **START** for the next round.

HINTS

1. You can only make legal moves in this games. The only locations that you can place your pieces will be indicated with a block.
2. There is no time limit on this game even though there are two time displays to show how long you spend to make moves.
3. Your score, meaning how many pieces each players has, will be displayed on the top right hand side of the screen.
4. Two kids on the right hand side of the screen represent you and your opponent. The first player is the kid standing on the left, and the second player or computer is standing on the right. When you win pieces, your kid will laugh merrily. If you lose, he'll cry.
5. Since this is an 8x8 board, which means only 64 pieces can be on the board at a time, your opponent needs only 32 pieces to win the game. Or when one side has more pieces than his competitor towards the end of the game, he wins.
6. Watch the corner, and you will win the game.

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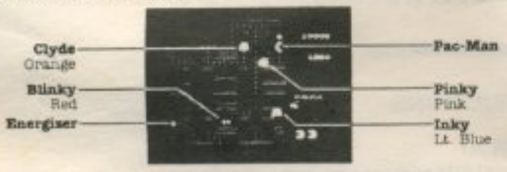
PAC-MAN — INSTRUCTIONS

OBJECT OF THE GAME/GAME DESCRIPTION

The greatest hit of the decade is finally available on the Nintendo Entertainment System®! Now you have the opportunity to guide the world-famous Pac-Man around a challenging maze. Your goal is to have Pac-Man gobble all the white dots and the four ghosts haunting the maze BEFORE they eat him. But there's a catch: Pac-Man has to eat an "energiser" before he can eat any of the ghosts. To get the maximum number of points, the energised Pac-Man must gobble all four ghosts before he loses his power and becomes edible himself. Remember, once a ghost is eaten, it doesn't stay dead. It comes right back to haunt Pac-Man! Every time you finish a maze by having Pac-Man eat all the dots, a new maze with even faster ghosts appears to test your skills to the limit. So gobble - or get gobbled!

INTRODUCTION

The world-famous Pac-Man is making his home entertainment debut with this Tengen game for the Nintendo Entertainment System®. As in the familiar arcade game, Pac-Man is intent on eating everything in sight, all the while avoiding being gobbled by the infamous ghosts, *Blinky, Pinky, Inky,* and *Clyde*.



OBJECTIVES

Success in playing Pac-Man is determined by point scores. You may either play against yourself, working to ever improve your own score, or against an opponent to beat his or her score. Points are scored by "eating" (moving over) the objects in Pac-Man's path as he travels through the screen mazes. As one maze is cleared, a new one appears.

The only threat to Pac-Man are the four ghosts. They must either be avoided or eaten. They may only be eaten, however, after Pac-Man has first eaten an "energiser". Then the ghosts will turn blue for a brief period (briefer with each maze) and flee. When they begin to blink, the time in which they may be eaten is almost up.

If you're not quick enough and let Pac-Man run into a ghost while it isn't blue, he will get eaten himself! Fortunately, Pac-Man has three lives at the beginning of the game, so you'll have the opportunity to make this mistake at least twice. However, once all Pac-Man's lives have been used up, the game is over.

SCORING

Pac-Man's diet consists of the small dots filling most of the maze, energisers, the four large, blinking dots; fruit, which appears briefly two times in each maze beneath the ghosts' lair; and the ghosts themselves. The more Pac-Man eats, the higher your score will be.

Each dot is worth 10 points.

Each energiser is worth 50 points.

Ghosts are worth more points the more you eat at a single attempt (after a single energiser):

- **1st ghost = 200 points** • **2nd ghost = 400 points** • **3rd ghost = 800 points** • **4th ghost = 1,600 points!**

The fruit bonuses increase in point value with each successive maze:

- **1st maze - CHERRY = 100 points each** • **2nd maze - STRAWBERRY = 300 points each**
- **3rd maze - ORANGE = 500 points each** • **etc.**

After scoring 10,000 points you will be awarded an additional life for Pac-Man.

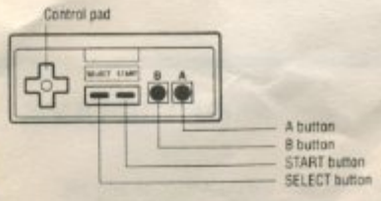
CONTROLLER PARTS AND FUNCTIONS

ONE-PLAYER GAME: In a one-player game, the controller must be inserted into the jack labelled "1" on the game machine.

TWO-PLAYER GAME: In a two-player game, Player 1 uses the controller inserted into the jack labelled "1" on the game machine. Player 2, likewise, uses the controller inserted into the jack labelled "2". Player 1 is the first to play. Play alternates between the two players, with each turn lasting until the active player's Pac-Man loses a life.

[SELECT]: At the beginning of play, the select button allows you to choose between a one-player and a two-player game. Press this button to position the screen indicator (a triangle) next to the game type of your choice. This button has no function during game play.

(NOTE: If the game selection screen is not being displayed when you are ready to begin playing, press either the select button or the start button).



[START]: After you have selected either a one-player or two-player game, begin the game by pressing the start button. The first maze will appear on the screen, with Pac-Man at the centre of the lower half of the maze, poised to begin his meal.

Use the start button during game play to freeze the action temporarily ("pause"). Press this button again to restart the action where you left off.

[CONTROL PAD]: All of Pac-Man's movements through the screen mazes are directed by using the control pad. Pressing the right arrow moves Pac-Man to the right, the up arrow moves him up, the left arrow moves him to the left, and the down arrow moves him down.

[A] and [B]: These buttons have no function in this game.

[RESET]: The reset button (on the game machine, not on the controllers) is used to restart in the middle of a game, cancelling the game in progress.

STRATEGY

It is best to avoid the ghosts until Pac-Man is within reach of an energiser, and as many ghosts as possible (preferably all four) are also within close range. You can attract the ghosts by moving Pac-Man back and forth in one spot (ideally, near an energiser). Once the ghosts converge, eat the energiser and quickly pursue the ghosts. Each ghost eaten in succession doubles in point value!

Eat as many dots as possible while moving about the maze; it is best not to leave isolated dots, as you may be unable to get back to them later in the game; the ghosts will pursue you more quickly the emptier the maze becomes.

Try not to get trapped in portions of the maze where outlets are relatively far apart - clear these when the ghosts are occupied elsewhere. When you do find yourself closely pursued by ghosts, escape into the "warp tunnel" through the openings at the sides of the maze. While in the warp tunnel, Pac-Man moves faster than the ghosts. Also note that Pac-Man moves more quickly in sections of the maze that have been cleared than in those still full of dots.

Each of the four ghosts has a slightly different style of pursuit. Study each of them to learn the most effective evasion tactics. Also observe that if all four ghosts are in hot pursuit, and you successfully elude them for a certain amount of time, they will eventually scatter temporarily, then converge again.

STATUS INDICATORS

There are a number of status indicators that appear on screen as you are playing Pac-Man.

The highest score of the playing session (since the game machine was turned on) is displayed in the upper right hand corner of the screen.

Player scores are displayed below the high score. Player 1's score is shown under "1 up" and Player 2's (if two people are playing) under "2 up". The active player is indicated by a flashing display.

(NOTE: The high score also appears at the top of the game selection screen, flanked by the most recent scores for Player 1 and, if applicable, Player 2).

The number of Pac-Man lives remaining for the active player is displayed in the form of Pac-Man symbols (1 per life) at the bottom right-hand corner of the screen.

The number of the maze which is being cleared is displayed in the form of fruit symbols (1 per maze), also near the bottom right-hand corner of the screen, above the Pac-Man life symbols.

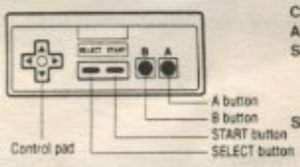
SIDEWINDER — INSTRUCTIONS

INTRODUCTION

Even a fast and powerful chopper like the SIDEWINDER cannot survive a complete enemy strike force without the skill of an experienced commander. You will have to know how to fully utilise special firing weapon selections and be able to spot and gather approaching energy cells and reservoirs even in the midst of heavy gunfire. Energy reading appears on the bottom of your screen. Each player will start out with 66 energy points. Substantial energy points are lost if you are hit by a missile. During normal operation, the SIDEWINDER will also consume small amounts of energy points. However, this consumption will stop when the energy meter reaches zero.

You will first encounter squadrons of enemy jets, then face a pair of patrolling choppers just as powerful as the SIDEWINDER. Defeating this pair, you will then hyperboost your way towards a Mothership. See if you can find the strategy to beat the Mothership.

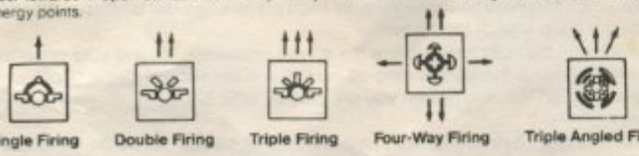
CONTROLS FUNCTIONS



CONTROL PAD	- Control direction of chopper.
A BUTTON	- Firing button.
SELECT BUTTON	- Moves cursor to select options on the screen. (When using a double players mode, only the first player can use the Select Button).
START BUTTON	- Starts the game. Also pauses the game.

FIRING WEAPONS SELECTION

Many players have a preference for a specific type of weapon. When you see the desirable firing weapon, steer towards it. Upon contact with the symbol you will have the new firing capability plus 5 additional energy points.



Single Firing **Double Firing** **Triple Firing** **Four-Way Firing** **Triple Angled Firing**

ENERGY

Look for the following objects to replenish your energy levels.

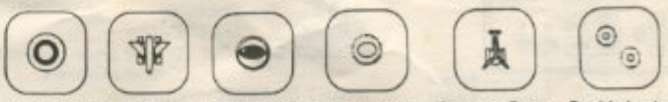
1. 2. 3.

1. **Energy Cell:** Replenishes energy level by 10 points.
2. **Energy Reservoir:** Restores energy level to 66 points.
3. **Energy Shield:** Retains the same energy level for a few seconds.

ENEMIES

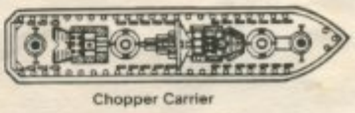
Black Patrolling Choppers are bad news to most players. But avoiding these choppers is not always a smart thing to do since you can gather up to 6 energy pockets equivalent to 30 energy points for every chopper you defeat.

Missiles: Most enemy craft attack from the front or the rear. Many players are often unaware of approaching missiles from both sides.



Flying Saucer **Sonic Jet** **Floating Silo** **Giant Lectron** **Chopper Force** **Double Lectron**

MOTHERSHIPS



Chopper Carrier

Eagle Destroyer

Double-Winged Fighter